

CLAN WEAPONS & EQUIPMENT TABLE

Type	Heat	Dam.	Min.	Range Short	Med.	Long	Tons	Crit.	Ammo
Energy Weapons									
ER Laser (Large)	12	10	—	1-8	9-15	16-25	4	1	—
ER Laser (Medium)	5	7	—	1-5	6-10	11-15	1	1	—
ER Laser (Small)	2	5	—	1-2	3-4	5-6	.5	1	—
ER PPC	15	15	—	1-7	8-14	15-23	6	2	—
Flamer	3	2	—	1	2	3	.5	1	—
Pulse Laser (Large)	10	10	—	1-6	7-14	15-20	6	2	—
Pulse Laser (Medium)	4	7	—	1-4	5-8	9-12	2	1	—
Pulse Laser (Small)	2	3	—	1-2	3-4	5-6	1	1	—
Ballistic Weapons									
Anti-Missile System	1	*	—	—	—	—	.5	1	24
Flamer (Vehicle)	3	2	—	1	2	3	.5	1	20
Gauss Rifle	1	15	2	1-7	8-15	16-22	12	6	8
LB 2-X AC	1	2	4	1-10	11-20	21-30	5	3	45
LB 5-X AC	1	5	3	1-8	9-15	16-24	7	4	20
LB 10-X AC	2	10	—	1-6	7-12	13-18	10	5	10
LB 20-X AC	6	20	—	1-4	5-8	9-12	12	9	5
Machine Gun	0	2	—	1	2	3	.25	1	200
Ultra AC/2	1	2	2	1-9	10-18	19-27	5	2	45
Ultra AC/5	1	5	—	1-7	8-14	15-21	7	3	20
Ultra AC/10	3	10	—	1-6	7-12	13-18	10	4	10
Ultra AC/20	7	20	—	1-4	5-8	9-12	12	8	5
Missile Weapons									
LRM 5	2	1/missile	—	1-7	8-14	15-21	1	1	24
LRM 10	4	1/missile	—	1-7	8-14	15-21	2.5	1	12
LRM 15	5	1/missile	—	1-7	8-14	15-21	3.5	2	8
LRM 20	6	1/missile	—	1-7	8-14	15-21	5	4	6
Narc Missile Beacon	0	NA	—	1-4	5-8	9-12	2	1	6
SRM 2	2	2/missile	—	1-3	4-6	7-9	.5	1	50
SRM 4	3	2/missile	—	1-3	4-6	7-9	1	1	25
SRM 6	4	2/missile	—	1-3	4-6	7-9	1.5	1	15
Streak SRM-2	2	*	—	1-4	5-8	9-12	1	1	50
Streak SRM-4	3	*	—	1-4	5-8	9-12	2	1	25
Streak SRM-6	4	*	—	1-4	5-8	9-12	3	2	15
Artillery Weapons*									
Arrow IV System	10	20/10*	—	—	—	6 Maps	12	12	5
Long Tom	20	20/10*	—	—	—	20 Maps	30	30	5
Sniper	10	10/5*	—	—	—	12 Maps	20	20	10
Thumper	6	5/2*	—	—	—	14 Maps	15	15	20
Other Equipment*									
Active Probe	—	—	—	—	—	5	1	1	—
Anti-Personnel Pod	0	*	—	—	—	—	.5	1	—
Artemis IV FCS	—	—	—	—	—	—	1	1	—
CASE	—	—	—	—	—	—	0	0	—
Double Heat Sink	-2	—	—	—	—	—	1	2	—
ECM Suite	—	—	—	—	—	6	1	1	—
Heat Sink	-1	—	—	—	—	—	1	1	—
MASC	—	—	—	—	—	—	**	**	—
TAG	0	—	—	1-5	6-9	10-15	1	1	—
Targeting Computer	—	—	—	—	—	—	*	*	—

*See special rules for this equipment.

**Mech Tonnage ÷ 25

MOVEMENT COST TABLE

Terrain Type/ Activity	MP Cost Per Hex	Prohibited Units
Clear	1	Naval
Road/Paved/Bridge	1 ³	Naval
Rough	2	Wheeled, Naval
Light Woods	2	Wheeled, Hover, Naval
Heavy Woods	3	Ground, Naval
Water		
Depth 0	1	Naval
Depth 1	2 ¹	Infantry, Ground ⁴
Depth 2+	4 ¹	Infantry, Ground ⁴
Elevation/Depth Change (up or down)	+1/level (Mechs, VTOL, Subs) +2/level (Infantry, Ground)	
Rubble	2 ¹	Wheeled, Naval
Light Building	2 ²	Naval
Medium Building	3 ²	Naval
Heavy Building	4 ²	Naval
Hardened Building	5 ²	Naval
Other Activities		
Facing Change	1/hexside ⁵	
Dropping to the Ground	1	
Standing Up	2/attempt	

¹Piloting Skill Roll required to prevent falling.

²Piloting Skill Roll required to prevent damage; infantry pay only 1 MP to enter or leave any building.

³If traveling along road; otherwise cost of underlying terrain.

⁴Hovercraft may enter all water hexes.

⁵No cost for infantry.

PILOTING SKILL ROLL TABLE

BattleMech's Situation	Modifier
Damage to BattleMech	
BattleMech takes 20+ Damage Points in one phase	+1
BattleMech reactor shuts down	+3 ¹
Leg/foot/hip actuator destroyed	+1
Gyro hit	+3
Gyro destroyed	Automatic Fall
Leg destroyed	Automatic Fall
Physical Attacks on BattleMech	
BattleMech was kicked	0
BattleMech was pushed	0
BattleMech was charged/death from above attack	+2
Unit's Actions	
BattleMech missed kick	0
BattleMech charging	+2
BattleMech death from above attack	+4 ²
BattleMech entering Depth 1 Water hex	-1
BattleMech entering Depth 2 Water hex	0
BattleMech entering Depth 3+ Water hex	+1
BattleMech attempting to stand	0
BattleMech entering Rubble hex	0
Unit entering/leaving Light Building hex	0 ³
Unit entering/leaving Medium Building hex	+1 ³
Unit entering/leaving Heavy Building hex	+2 ³
Unit entering/leaving Hardened Building hex	+5 ³
Unit Skids	See Skid Modifier Table
BattleMech jumping with damaged leg actuators	per Additional Modifiers, below
MechWarrior trying to avoid damage when his BattleMech is falling	+1/ level fallen
¹ Only during the turn that the reactor shuts down. If the MechWarrior must make a Piloting Skill Roll for a 'Mech with a shut-down reactor, the BattleMech automatically falls.	
² Automatic fall if death from above attack is unsuccessful.	
³ To avoid damage only. Does not result in a fall if Piloting Skill Roll fails. See Buildings.	
Additional Modifiers	Modifier
Per leg/foot actuator previously destroyed	+1
Per hip also/previously destroyed	+2
Gyro also/previously hit (automatic fall if 2 previous hits)	+3
Leg previously destroyed	+5 ⁴
⁴ Do not add modifiers for the destroyed hip and other damaged actuators in the leg.	

BATTLEMECH PUNCH LOCATION TABLE

Die Roll	Left Side	Front/Rear	Right Side
(1D6)			
1	Left Torso	Left Arm	Right Torso
2	Left Torso	Left Torso	Right Torso
3	Center Torso	Center Torso	Center Torso
4	Left Arm	Right Torso	Right Arm
5	Left Arm	Right Arm	Right Arm
6	Head	Head	Head

SPECIAL HIT LOCATION TABLE

Shot from Above	Hit Location
Die Roll (1D6)	
1	Left Arm
2	Front/Rear Left Torso*
3	Front/Rear Center Torso*
4	Front/Rear Right Torso*
5	Right Arm
6	Head

Shot from Below	Hit Location
Die Roll (1D6)	
1	Left Leg
2	Left Leg
3	Front/Rear Left Torso*
4	Front/Rear Right Torso*
5	Right Leg
6	Right Leg

*The attack hits the Front if from the front or the side. It hits the Rear if from the rear.

GROUND VEHICLE CRITICAL HITS TABLE

Die Roll	Result
(1D6)	
1	Crew stunned (No actions/next 2 turns)
2	Main weapon jams (No fire from largest system for 1 turn)
3	Engine hit (No movement/rest of game)
4	Crew killed (Vehicle out of game)
5	Fuel tank hit (Vehicle explodes)
6	Ammo/power plant hit (Vehicle explodes)

GROUND VEHICLE HIT LOCATION TABLE

Dice Roll	Front/Rear	Side
(2D6)		
2	Armor (critical)	Armor (critical)
3	Armor ¹	Armor ¹
4	Armor ²	Armor ²
5	Armor ³	Armor ²
6	Armor	Armor
7	Armor	Armor
8	Armor	Armor
9	Armor	Armor ³
10	Turret Armor	Turret Armor
11	Turret Armor ⁴	Turret Armor ⁴
12	Turret Armor (critical)	Armor (critical)

¹A track, axle, or lift fan has been destroyed; the unit cannot move for the rest of the game. If a hovercraft suffers this hit while over water, it sinks and is destroyed.

²A drive, wheel, or airskirt has been damaged; -1 Cruising MP for the rest of the game.

³If the vehicle is a hovercraft, an airskirt has been damaged; -1 Cruising MP for the rest of the game. If not a hovercraft, no additional effect.

⁴The turret locks in its current position and cannot be moved for the rest of the game; it can only fire out of its current arc. If there is no turret, no additional effect.

Note: If there is no turret, then all turret hits become normal armor hits.

INNER SPHERE WEAPONS & EQUIPMENT TABLE

Type	Heat	Dam.	Min.	Range Short	Med.	Long	Tons	Crit.	Ammo
Energy Weapons									
ER Large Laser	12	8	—	1-7	8-14	15-19	5	2	—
ER PPC	15	10	—	1-7	8-14	15-23	7	3	—
Flamer	3	2	—	1	2	3	1	1	—
Large Laser	8	8	—	1-5	6-10	11-15	5	2	—
Medium Laser	3	5	—	1-3	4-6	7-9	1	1	—
Small Laser	1	3	—	1	2	3	.5	1	—
PPC	10	10	3	1-6	7-12	13-18	7	3	—
Pulse Laser (Large)	10	9	—	1-3	4-7	8-10	7	2	—
Pulse Laser (Medium)	4	6	—	1-2	3-4	5-6	2	1	—
Pulse Laser (Small)	2	3	—	1	2	3	1	1	—
Ballistic Weapons									
Anti-Missile System	1	*	—	—	—	—	.5	1	12
Autocannon/2	1	2	4	1-8	9-16	17-24	6	1	45
Autocannon/5	1	5	3	1-6	7-12	13-18	8	4	20
Autocannon/10	3	10	—	1-5	6-10	11-15	12	7	10
Autocannon/20	7	20	—	1-3	4-6	7-9	14	10	5
Flamer (Vehicle)	3	2	—	1	2	3	.5	1	20
Gauss Rifle	1	15	2	1-7	8-15	16-22	15	7	8
LB 10-X AC	2	10	—	1-6	7-12	13-18	11	6	10
Machine Gun	0	2	—	1	2	3	.5	1	200
Ultra AC/5	1	5	2	1-6	7-13	14-20	9	5	20
Missile Weapons									
LRM 5	2	1/missile	6	1-7	8-14	15-21	2	1	24
LRM 10	4	1/missile	6	1-7	8-14	15-21	5	2	12
LRM 15	5	1/missile	6	1-7	8-14	15-21	7	3	8
LRM 20	6	1/missile	6	1-7	8-14	15-21	10	5	6
Narc Missile Beacon	0	—	—	1-3	4-6	7-9	3	2	6
SRM 2	2	2/missile	—	1-3	4-6	7-9	1	1	50
SRM 4	3	2/missile	—	1-3	4-6	7-9	2	1	25
SRM 6	4	2/missile	—	1-3	4-6	7-9	3	2	15
Streak SRM-2	2	*	—	1-3	4-6	7-9	1.5	1	50
Artillery Weapons*									
Arrow IV System	10	20/10*	—	—	—	5 Maps	15	15	5
Long Tom	20	20/10*	—	—	—	20 Maps	30	30	5
Sniper	10	10/5*	—	—	—	12 Maps	20	20	10
Thumper	6	5/2*	—	—	—	14 Maps	15	15	20
Other Equipment*									
Artemis IV FCS	—	—	—	—	—	—	1	1	—
Beagle Active Probe	—	—	—	—	—	4	1.5	2	—
CASE	—	—	—	—	—	—	.5	1	—
C ³ Computer	—	—	—	—	—	—	5	5	—
C ³ Slave	—	—	—	—	—	—	1	1	—
Double Heat Sink	-2	—	—	—	—	—	1	3	—
Guardian ECM Suite	—	—	—	—	—	6	1.5	2	—
Hatchet	0	*	—	—	—	—	***	***	—
Heat Sink	-1	—	—	—	—	—	1	1	—
MASC	—	—	—	—	—	—	**	**	—
TAG	0	—	—	1-5	6-9	10-15	1	1	—
Triple-Strength Myomer	*	—	—	—	—	—	0	6	—

*See special rules for this equipment.

**Mech Tonnage ÷ 20

***Mech Tonnage ÷ 15

HEAT POINT TABLE

Activity	Heat Points
Walking	+1 per turn
Running	+2 per turn
Jumping	+1 per hex (minimum of 3 per turn)
Trying to Stand	+1 per attempt
Weapons Fire	Per Weapons and Equipment Tables
Heat Sink	-1 per operational heat sink -2 per operational double heat sink -1 additional per heat sink under water (6 HP maximum) -2 additional per double heat sink under water (6 HP maximum)
First Engine Hit	+5 per turn
Second Engine Hit	+10 (total) per turn
Fire	
Walking through	+2 per hex
Standing in	+5 per turn

DIFFERENT ELEVATIONS TABLE

Target is:	Allowed Physical Attack
1 level higher	Charge, Punch (use Kick table), or Club (use Kick table)
1 level lower	Charge, Kick (use Punch table), or Club (use Punch table)

Note: A death from above attack can always be made if the BattleMech has the necessary Jumping MP.

WEAPONS FIRE MODIFIERS TABLE

Attacker	
Movement	
Stationary	None
Walked	+1
Ran	+2
Jumped	+3
BattleMech Damage	
Sensor Hit	+2
Shoulder	+4 for weapons in arm
Arm Actuator (each)	+1 for weapons in arm
Heat	
8-12	+1
13-16	+2
17-23	+3
24+	+4
Prone	+2
Range and Terrain	
Range	
Short	None
Medium	+2
Long	+4
Minimum Range	+1 at minimum range, additional +1 per hex less than minimum range
Light Woods	+1 per intervening hex; +1 if target in Light Woods
Heavy Woods	+2 per intervening hex; +2 if target in Heavy Woods
Water	
Depth 1	-1 to hit a BattleMech in Water hex; use BattleMech Punch Location Table
Depth 2	+1 to hit for BattleMech firing from Water hex BattleMechs cannot fire into or out of Depth 2+ water
Target	
Partial Cover	+3 (use BattleMech Punch Location Table)
Prone	-2 from adjacent hex; +1 from all others
Secondary Target	+1
Immobile	-4
Movement	
Moved 0-2 hexes	0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10+ hexes	+4
Jumped	+1

BATTLEMECH HIT LOCATION TABLE

Die Roll (2D6)	Left Side	Front/Rear	Right Side
2*	L. Torso (critical)	C. Torso (critical)	R. Torso (critical)
3	Left Leg	Right Arm	Right Leg
4	Left Arm	Right Arm	Right Arm
5	Left Arm	Right Leg	Right Arm
6	Left Leg	Right Torso	Right Leg
7	Left Torso	C. Torso	Right Torso
8	C. Torso	Left Torso	C. Torso
9	Right Torso	Left Leg	Left Torso
10	Right Arm	Left Arm	Left Arm
11	Right Leg	Left Arm	Left Leg
12	Head	Head	Head

*A result of 2 may inflict a critical hit. Apply damage to the armor in that section in the normal manner, but the attacking player also rolls once on the Determining Critical Hits Table.

BATTLEMECH KICK LOCATION TABLE

Die Roll	Left Side	Front/Rear	Right Side
Result			
1-3	Left Leg	Right Leg	Right Leg
4-6	Left Leg	Left Leg	Right Leg

MISSILE HITS TABLE

Dice Roll (2D6)	Number of Missiles Fired
2	4
3	5
4	6
5	10
6	15
7	20
8	2
9	3
10	4
11	5
12	6

DETERMINING CRITICAL HITS TABLE

Dice Roll (2D6)	Effect
2-7	No Critical Hit
8-9	Roll 1 Critical Hit Location
10-11	Roll 2 Critical Hit Locations
12	Head/Limb Blown Off/Roll 3 Critical Hit Locations*

*Roll 3 critical hit locations if the section struck is a torso.

FACING AFTER A FAL TABLE

Die Roll (1D6)	New Facing	Hit Location
1	Same Direction	Front
2	1 Hexside Right	Right Side
3	2 Hexsides Right	Right Side
4	Opposite Direction	Rear
5	2 Hexsides Left	Left Side
6	1 Hexside Left	Left Side

SKID MODIFIER TABLE

Hexes Moved	Piloting Skill Modifier
0-2	-1
3-4	0
5-7	+1
8-10	+2
11+	+4

BUILDING MODIFIERS TABLE

Building Type	Original CF	MP Cost	Piloting Skill Modifier
Light	1-15	2	0
Medium	16-40	3	+1
Heavy	41-90	4	+2
Hardened	91-150	5	+5

BUILDING MOVEMENT MODIFIERS TABLE

Hexes Moved In Turn	Piloting Skill Modifier
1-2	0
3-4	+1
5-6	+2
7-9	+3
10+	+4